Interior Architecture College of Fine Arts School of Art + Design Fall Semester 2015

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Study Guide for Exam 3: Wednesday, October 7

Study for this exam. It will be lot like Exam 1 & 2. Be sure to go over the lecture/slide sets at least one full time. Be sure to watch the short videos as well. This is not an especially 'difficult' class, but you will need to study to do well on the exams.

Exam 3 will cover everything that has been presented in class on the power point slide image sets, including the videos that I showed, and everything that I have stated in lecture and discussion since Exam 2.

This includes:

- 1. A Vocabulary of Design 2: From slide 58 113 (the end)
- 2. A Vocabulary of Design 3: the entire set.
- 3. Introduction to Architecture Part 1: as far as we get on Monday.
- 4. Videos contained within the Power Point slide sets

The previously listed readings will NOT be part of this exam: they will be addressed in a future exam.

Exam 3 will be multiple choice, approximately 50 questions. Each student will have a paper copy of the exam and a scantron answer sheet.

Bring a pencil for the exam.

Be sure to fill out your name and your PID number on the scantron sheet.

1. A Vocabulary of Design 2 (from slide 58 - the end)

slides 58 - 62: know when Modernism was and what Modernism was: know that the Modern architects' approach to architecture and design was to strip away unnecessary ornament, to expose the actual construction materials used, and to use simpler geometric shapes in creating the forms of their buildings.

slide 63: know that Le Corbusier created the expression "A house is a machine for living." know that this was meant to describe the house as an efficient, ordered, and well functioning place, just as a machine is.

slide 64: watch the short video on the Villa Savoye

slides 65 - 68: know that this house is the Farnsworth House, designed by Mie van de Rohe, in 1949, and that it is an excellent example of Modern, and specifically International Style, (as a subset of Modern) architecture.

slides 69: know that the way we take in, see, the world around us is influenced by our ability to articulately describe it, and that discipline specific terminology is developed to expand the interesting, subtle qualities of what we see.

slides 70 - 113: understand that looking at buildings, interior spaces, and specific works of small scale design, such as furniture, can be done analytically, by using 'tools' such as point, line, plane, and volume. looking at the world around us in a discerning, and analytical way, can open up, reveal, relationships, connections, and a sense of 'meaning' in the design of these spaces/places.

slide 104: know that there are basically three (3) kinds of visual images: Natural forms, Non-Objective forms, and Geometric forms.

2. A vocabulary of Design 3

slide 2: know that these five (5) factors greatly influence the effectiveness, the quality and the character of architecture and design in general.

slides 3 - 12: know that these are all examples of each of the five (5) previously listed aspects.

slides 13 - 17: know what the concept of an 'expert' is and why it is important to us

slides 18: know that the concept of 'good design' is something that is set up by people within the world of design, and that this is not a fixed, unchanging, definition; rather, it changes across time, across cultures and across locations.

slides 19, 20: know what a 'principle' is and know that these are some of the foundation principles of architecture and design.

slides 9 - 25: understand what Texture is in the visual world, that texture is a tiny form of pattern, that when the pattern is too small to be clearly distinguished, it is texture; that texture can be visual or tactile.

slides 26 - 30: know that architectural and interior lighting is done in three (3) distinct ways;

- Ambient lighting, of the overall space, for the purpose of using the space
- Task lighting: for specific, focused, tasks, such as reading, sewing, et cetera
- Accent lighting: for visual interest

slide 31: know that these principles are the ways that designers create patterns and relationships in space; proportion, scale, balance, harmony, unity and variety, rhythm, and emphasis.

slide 33: know the definition of proportion, at least be able to pick this definition out from a list of other definitions.

slides 38 - 39: know that the Golden Section, (also known as the Golden Rectangle) and the Fibonacci series are mathematical foundations for creating shapes, used by various architects and designers throughout the history of western architecture, from the ancient Greeks, to Le Corbusier.

slide 41: know that Le Corbusier created a system of proportional relationships that he used in giving size to parts within his design work, and that his system is called the Modular.

slide 43: know that this drawing, The Vitruvian Man, by Leonardo da Vinci is an attempt to relate proportion and size of the world around us to the proportion and size of an idealized human being.

slide 45 - 52: understand that Scale is about the relationship of the physical world to the standard reference point of the human being. large things are large compared to a human, and small things are small compared to a human.

slide 58 - 63: understand what Balance means when applied to design.

slides 64 - 71: understand what Harmony and Variety mean when applied to design.

slides 72 - 79: understand what Rhythm means when applied to design

slides 80 - 86: understand what Emphasis means when applied to design.

slides 87 - 98: know that this beautifully designed library is in Norway, and that it is a good example of using proportion, scale, balance, harmony, unity and variety, rhythm, and emphasis to make a good work of design

3. Introduction to Architecture: Part 1

slide 4: know that Nicholas Pevsner, famous architectural historian said ""A bicycle shed is a building; Lincoln Cathedral is a piece of architecture" and that what he meant by this was that "the term architecture applies only to buildings designed with a view to aesthetic appeal."

slide 6: know that the term '*Indigenous architecture*' refers to a style of architecture that is specific to a particular region.

slides 5-7: know these three attributes of 'indigenous architecture'.

- Structural design originating naturally in a region, not imported or copied from elsewhere.
- Also termed 'vernacular' architecture, meaning native, or local.
- Typically constructed using locally available resources and materials.

slide 8-10: know these additional attributes of 'indigenous architecture'

- Designed and built by the local people.
- Design of the buildings meet the users needs, rather than to present a monumental public, or conceptual image.
- Usually these kinds of buildings are responsive to climate, site conditions, and lifestyle and culture of the people living there.

slides 12 - 15: know that these buildings are examples of 'anonymous' architecture, in the sense that they do not express anything about the climate, the culture, or the people who occupy them.

slides 16 - 19: know that these are example of 'Nomadic Architecture'; namely that they are temporary structures and that the residents will move, often, and rebuild in new locations.

slides 21 - 30: know that these kinds of buildings (even the Roman house of slide 19) are made using locally available materials and are built using techniques and traditions that have long histories in that region.

slides 31 & 32: know that these villas, or palaces, built during the Renaissance (1500's) in Italy are <u>NOT</u> examples of indigenous architecture, but rather ARE examples of high design; intellectual in content, sophisticated in material and technology.

slide 33: this is shown as a contrast to 31 & 32; this Dogon house <u>IS</u> an example of indigenous architecture.

slide 34: this townhouse in Havana, Cuba is <u>NOT</u> an example of indigenous architecture: it is sophisticated in material, construction technique, and design thought.

slide 35: the <u>IS</u> an example of Indigenous architecture.

slide 36: This is <u>NOT</u> an example of indigenous architecture: know that this house, called 'Villa Rotunda' is one of the most famous of Andrea Palladio's villas. It is a classic and famous example of intellectual, mathematically oriented ideas being used to develop a very sophisticated design.

slide 37: be sure to watch the short video on Andrea Palladio

know that Palladio used mathematics and symmetry as tools in creating the visual and organizational character of his buildings, such as the Villa Rotonda.

slide 38: Yes, this <u>IS</u> indigenous architecture.

slide 39: NO, this is <u>NOT</u> indigenous architecture

slides 40-48: know that traditional Japanese residential architecture used sliding paper and wood 'shoji' screens as interior partitions, that 'tatami' mats were used to give order and size to interior rooms, and that a strong visual and even emotional connection between nature and the outdoors and the inside spaces of a house are important.

You should be getting a reasonable idea of what is and what is not indigenous architecture from these slides and from my lecture content.

slides 49, 50: know the differences between indigenous architecture and professional architecture as we have discussed them here and in class.

slides 55-60: know that this is the Italian town of Alberbello, and that it is studied as a wonderful example of indigenous architecture that also makes use of a fairly permanent and much admired building material and technology, namely the very substantial stone construction of the walls and especially of the beautiful cone shaped roofs.

slides 55 - 60: know that the walls and the conical shaped roof structures are all made with stones stacked upon stones without any mortar: these are DRY stone constructions.

slide 59: watch the 3 minute vodeo on Alberobello construction of the 'trulli', conical roof buildings.

slides 61 - 69: know that technology impacts the kind of architecture and interiors that can be built. know that technology, and advanced societies produce both good and bad elements; that much of what we enjoy in our lives produces unfortunate, bad, side products, such as pollution, mountains of trash, enormous amounts of electronic waste, and nuclear radiation.

slide 62 - 67: know that there are alternative conceptions of fundamental social, economic, and ethical methods and ideas held by diverse people around the world, and that these ideas challenge us to think about the consequences of our beliefs and how they impact the physical world, of the planet, as well as how they impact our society.

slide 63: be sure to watch the video on the Uncontacted Native Peoples

slide 72: know that good architecture responds to geography, climate, and culture.

slide 75 - 82: know that the Dutch Row houses are famous for their careful use of daylight, brought into the interior spaces through large windows on the street facing wall of the houses.

slide 81: know that these red shutters are REAL wood shutters that can be opened or closed, that provide visual privacy when closed, some acoustical control when closed, and protection from storm damage when closed.

slide 82: know that these green shutters, on a typical suburban house in the United States, are NOT real, they are functionally FAKE shutters. They are placed on this house as visual ornament, providing color and a physical piece of material to add texture to the surface of the house, all of which is fine, except that they do NOT open or close, and do not do what shutters are primarily designed to do. They look like shutters, but they are not really shutters.

slides 83 & 84: know that these are both Dutch row houses, but that the ones in slide 80 are contemporary, of the 2000's, and that the ones in slide 81 are of the 1700's. While we may find the old ones 'prettier', they are an expression of a time long past, and the new ones are an expression of contemporary materials, ideas, technologies and needs.

slide 85 - 92: know that his set of row houses is in Bath, England, and that it is famous for being built is a pure circle, with a high level of visual repetition in the major elements of the buildings.

slides 93 - 97: these are all examples intended to show some of the diversity of architecture in the United States and England in the 1700's and 1800's, simply to point out that the way a building looks, is built, and functions, can be wonderfully varied depending upon the materials, technologies, and ideas behind the design.

slide 98: This house by the water is <u>NOT</u> indigenous, but rather is 'high' design.

slides 99 & 100: know that these two images are examples of how people adapt, make do, and create shelter in the face of severe limitations.

slide 101: watch the 'Tiny House' video and know what this house is about, from the builder's/owner's point of view.

slides 102-106: know that the broad, overarching, purpose of architecture and design in general is "to improve human life" by creating objects and places that celebrate the best of what human beings do.

slides 107-132: know that Philippe Starck is a current French designer who has become famous for his design work. He has produced everything from the design of shoes, watches, juicers, lamps, seating, motorcycles, apartments and entire houses. Know that his work is very creative, contemporary, and intended to be attention getting.

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